

Star Wars Galaxies Trading Card Game Scenario

Singing Mountain Assault

Nandina, recently released from a banishment chamber with her pet rancor Gorvo, hungers for revenge, and you can help her.



Visiting the Trade Outpost on Dathomir, you hear an outrageous story from another patron. 'There's a Nightsister witch roaming the edge of the forest with her rancor,' says the storyteller. 'She's looking for someone to teach those Singing Mountain girls a lesson!' This elicits much laughter from everyone around.

Hungry for credits, fame, and fortune, you decide to see if the story is true. It's not hard to find a Nightsister riding a rancor, and when she sees you, she jumps down to greet you.

'So he spread my tale of woe and found someone to help!' says the Nightsister. 'I am Nandina, recently released from a banishment chamber with my pet here, Gorvo,' she says. 'I hunger for revenge, and you can help me.'

'As long as the money's good,' you reply.

'Don't worry, you'll be richly rewarded,' says Nandina with a wave of her hand. 'I want you to go to Singing Mountain and find the Arch Witch Azzenaj. I've always hated her and now it's time to settle the score.'

The next day, you're approaching Singing Mountain village with the instructions Nandina gave you. One of the Singing Sisters comes out to meet you. 'It is I for whom you search,' she says. You check the datapad image and yes, this is Azzenaj herself. 'The seers of Singing Mountain have foretold it.'

'I didn't come here to talk,' you say. 'I came here to kill you.'

Azeenaj smiles slightly. 'You came to try.'



The Force powers of the Singing Mountain Clan witches make them formidable opponents, and Azenaj is one of the most powerful of all. When she finally falls in battle, you take her elaborate jewelry as a prize.

Nandina is excited when you greet her. 'Did you defeat the Arch Witch?' she asks.

You throw the jewelry of Azenaj on the ground before her saying, 'Does that answer your question?'

